PlayStation

PAL

-IAN LIVINGSTONE'S-

DEATHTRAP Dungeon

ASYLUM STUDIOS

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PlayStation™

IAN LIVINGSTONE'S

DEATHTRAP Dungeon

Solo il più coraggioso o il più folle degli avventurieri può osare avventurarsi in Deathtrap Dungeon, un labirinto costruito da un barone folle per rendere famosa la sua città. Ricchezze favolose attendono chi riuscirà a superarlo: molti hanno provato, nessuno ne è uscito vivo...

Nei panni di Red Lotus, la seducente assassina, o di Chaindog, il selvaggio guerriero, preparati a combattere per farti strada nel Sotterraneo e uccidere il grande Dragone, Melkor, il più possente mostro del sottomondo. Se ci riuscirai, la gloria e l'oro saranno incommensurabili; in caso di fallimento, verrai premiato con la morte.

Un'infernale orda di mostri ti attende negli abissi sotterranei e negli oscuri passaggi; al tuo fianco avrai moltissime armi, magie e incantesimi. Ne avrai bisogno, perché stai per intraprendere un viaggio al di là dell'immaginabile, un viaggio all'insegna del brutale combattimento, delle trappole mortali e della tetra magia nera.

Sei un eroe o un perdente?

Caratteristiche:

- 38 mastodontici livelli progettati nei minimi particolari.
- 53 diversi mostri controllati dall'Intelligenza Artificiale
- 32 armi, magie e incantesimi da trovare e utilizzare!
- Modalità di gioco multigiocatore pensata appositamente per il corpo a corpo: guardate la testa dei nemici, o la tua, mentre viene staccata di netto da una spada o incendiata da una sfera di fuoco.

1 Player | Memory Card 1 block

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This software is only compatible with hardware displaying "PlayStation" and PAL

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COMPACT disc

3-10 ✗ 11-14 ✗ 15-17 ✓ 18+ ✓ ELSPA

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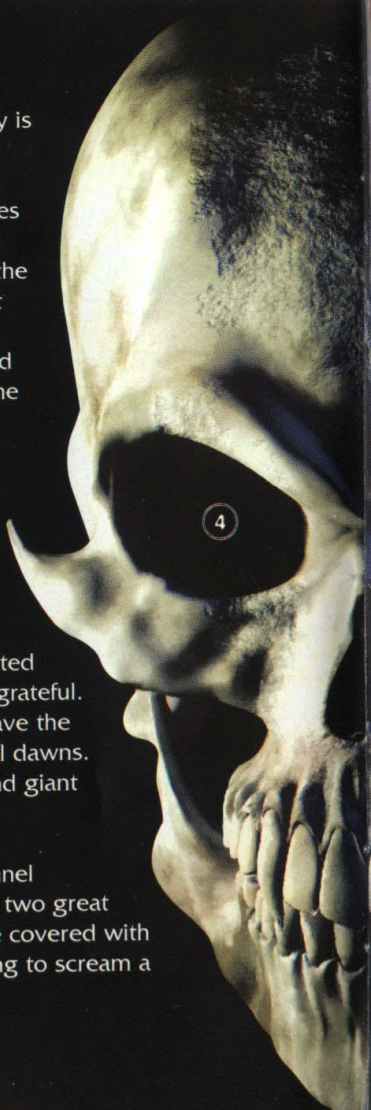
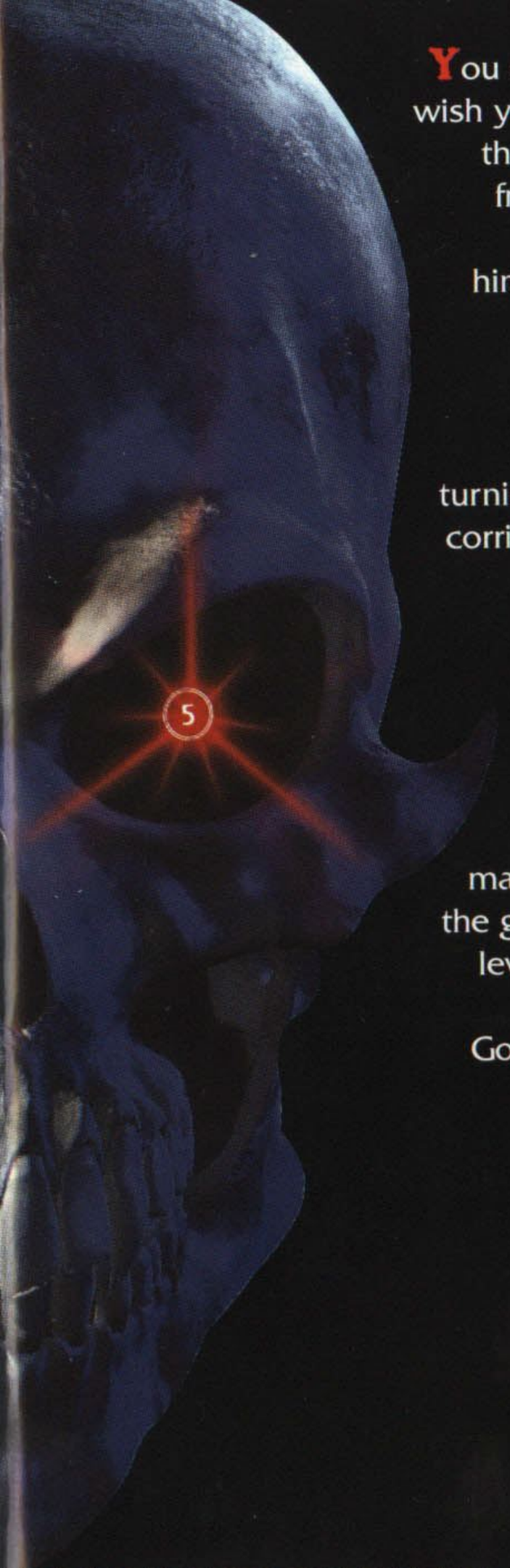
Deathtrap Dungeon, the Beginning

Fang, the Town of Lost Souls, once known as the Town of Plenty is ruled with an iron fist by the tyrant Baron Sukumvit. Deep in the hillside overlooking Fang, he built a labyrinth of trap-filled passageways and rooms populated by stomach-churning creatures of evil. He named it Deathtrap Dungeon. All those who opposed him were dispatched to the dungeon. None came out alive. Yet the Baron was a gambling man at heart and loved notoriety. He let it be known that anybody in the lands beyond Fang would be welcome to enter the dungeon of their own free will. If they killed the supreme beast, Melkor the Red Dragon, and came out alive he would offer a purse of 10,000 gold pieces and the freedom of the town. The first year, seventeen brave warriors attempted "The Walk" , as it later came to be known. Not one reappeared. You have decided that you will attempt 'The Walk", for the reward, or perhaps to free the people of Fang from the evil Dragon, and to avenge those that have suffered under his foul dominion.

For three days you enjoy Fang's greatest hospitality and are treated like a demi-god - you may be the citizen's saviour, and they are grateful. Nevertheless, you cannot help but notice that the celebrations have the air of a wake around them - your wake. Then the day of your trial dawns. A trumpet call awakens you from vivid dreams of flaming pits and giant black spiders. It is time.

Ahead you see the looming hillside and the dark mouth of a tunnel disappearing into its inner depths. As you approach, you notice two great stone pillars on either side of the tunnel entrance. The pillars are covered with ornate carvings: writhing serpents, demons, deities, each seeming to scream a silent warning to those who would pass beyond them.





You see Baron Sukumvit himself standing by the entrance, waiting to wish you well, along with a great throng of townsfolk. You turn to face the silent crowd. To them, you are their last hope. But you can tell from their faces that they do not expect you to succeed. After all, many have tried, and many have died. Even the great Dragon himself does not seem to mind these attempts to destroy him. It is said he enjoys the 'sport'. Nevertheless, you are sure of your abilities, for you are strong and fast, and undefeated in battle.

You take in a final deep breath of cool fresh air before turning to pass between the stone-pillared gateway into the dragon's corridors of power, to face unknown perils on "The Walk" through the deadly Deathtrap Dungeon.

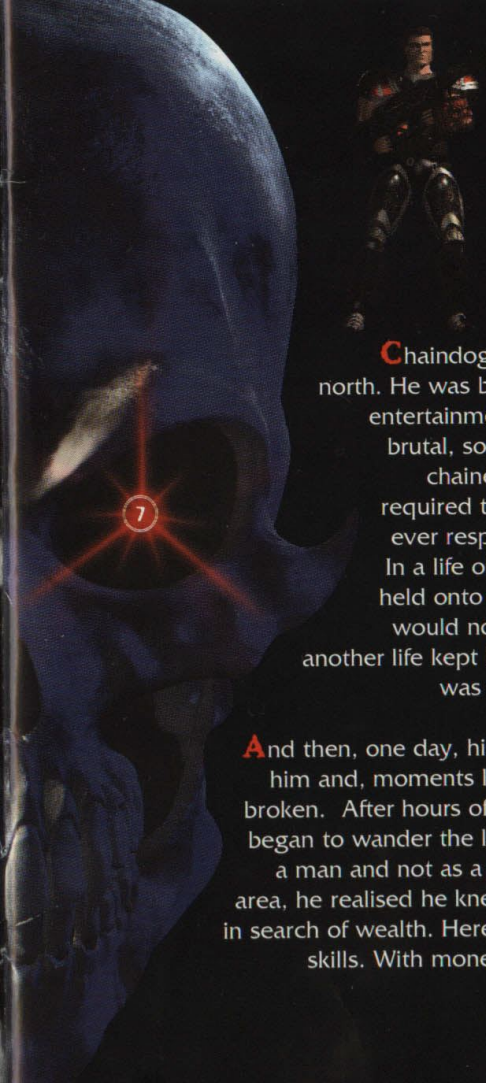
Deathtrap Dungeon, the Quest

Your quest is to slay Melkor the Red Dragon and get out of the dungeon alive! As you progress deeper into the dungeon, you will need to collect all the weapons and magics you can to aid you. The dragon is a disgustingly powerful enemy, and he has many allies, some of which are almost his equal in power. You begin the game at the start of the first level, the Spire. As you complete each level, you will be given a summary of your performance, and a short 'mission briefing' on what you need to do to finish the next level. Good luck, and may the gods of Fang go with you. You'll need them.

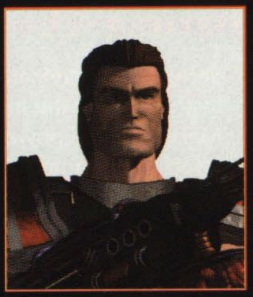
You have the choice of one of two characters to help you complete your quest:

Red Lotus - The Heroine

Red Lotus can't remember where she was born. She was seized by marauding pirates at an early age, and made a slave. Her masters were some of the most despicable scum-bags ever to sail the seas and Red Lotus was 'brought up' in an atmosphere of pain and terror. Plotting and scheming she watched and learnt. Every dirty trick in the book, and every nuance of killing and slaying was all that interested her. She became as skilled in the arts of war as any warrior. When she grew to womanhood, the pirates took a different kind of interest in her. She had to kill five of them before they would leave her alone. They grew to respect her, or more accurately, fear her. A driving ambition, never to want for anything again, was born out of the rage and hatred that blossomed in her heart. Nor would she give herself to a man, and any that tried to take her died under her flashing blade. No, only one man was worthy of her love - he who could defeat her in battle. None have succeeded, though many have tried. For Red Lotus is as alluring, and as lovely as any painted courtesan of the cities she has so joyfully sacked in the past. She has a terrible beauty, that makes men desire her, and dread her, a heady combination. Like the moth is drawn to the flame, or the male spider is drawn to the female black widow, so are men drawn to Red Lotus - with similar results. Now Red Lotus has come to Fang in search of wealth and fame. And woe betide anyone or anything that stands in her way.



Chaindog - The Hero



Chaindog. A name won in the savage war pits of the barbarian north. He was brought up to fight tooth and claw in the arena for the entertainment of decadent nobles, and fat merchants. He was so brutal, so vicious and cunning that the guards had to keep him chained up, like a dog, to be 'unleashed' only when he was required to fight. Hence his name. Chaindog. The only word he ever responded to, the only word that meant anything to him. In a life of violence and sudden death, he held onto that name, held onto the sense of identity that gave him. The belief that he would not be Chaindog forever, that he would escape and live another life kept him going through the dark years. As homicidal as he was mighty, he soon rose to be champion of the War Pits.

And then, one day, his jailor made a mistake. Instantly, Chaindog was upon him and, moments later, the jailor lay dead, nearly every bone in his body broken. After hours of frenzied revenge against his captors, he escaped. He began to wander the lands in search of that which he had lost, to behave as a man and not as a psychotic assassin. After some limited success in this area, he realised he knew nothing else but violence. He came at last to Fang, in search of wealth. Here, at least, he would be paid handsomely for his brutal skills. With money, he can retire to a life of ease, and end his troubles.

Starting The Game

- Set up your PlayStation™ game console as per the instructions in the Instruction Manual
- Make sure the power is off before inserting or removing a disc
- Insert the Deathtrap Dungeon™ disc and close the disc cover
- Turn on the PlayStation™ game console and follow on screen instructions
- It is advised that you do not insert or remove peripherals or memory cards once the power is turned on

Language Selection Screen

Choose the language you want the game to run in with the Directional Buttons and the [X] button. If you don't make a selection, after 10 seconds, English will be chosen as a default.

The Main Menu

When you load the game for the first time, after the introductory sequence, you will be taken to the Main Menu. The Main Menu consists of three skulls, impaled on stakes. Selecting a skull accesses one of the following:

- **New Game**
- **Load Game**
- **Setup**

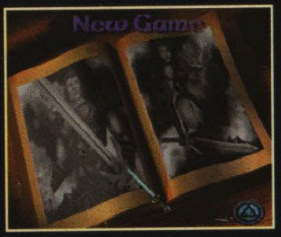
Use the Directional buttons and the [X] button on the Controller to make all selections from the Main Menu.

Note: If you have a memory card inserted, your previous configuration will automatically be loaded.

New Game

Use the Directional buttons and the [X] button on the Controller to make your selections. Press [△] if you want to go back to the previous screen. The available selections are:

- **Chaindog (Choose the hero to play)**
- **Red Lotus (Choose the heroine to play)**
- **Blue Triangle Icon (Takes you back to the previous screen)**



After selection, the game will start automatically at the first level, the Spire.

Load Game

Use the Directional buttons and the [X] button to make your selections. Press [△] if you want to go back to the previous screen. The available selections are:

- **Continue Last Game (Loads the game from the last save point)**
- **Choose a level to play (Brings up a list of levels and sub-levels)**
- **Blue Triangle Icon (Takes you back to the previous screen)**

The other levels below "Spire 1: The Gatehouse" cannot be accessed individually until you have completed them in the correct sequence. Once you have completed a level, you can always go back and play that level or sub-level again via the Load Game menu. Note that if you play one of the levels you have already completed, your hero will begin that level without any of the objects he or she may have picked up in the campaign game. Thus you can play all or some of the campaign game from beginning to end, and then go back and selectively play your favourite levels individually.

Set Up

Selecting this skull from the Main Menu takes you to the workbench of an insane Chaos Alchemist Torturer. Use the Directional buttons and the [X] button to select. Press [△] if you want to go back to the previous screen. The available selections are:

- **The Ear (Sound Setup)**
- **The Meat Cleaver (Default Controller Configuration)**
- **The Brain (Load and Save Configuration)**
- **The Blue Triangle Icon (Takes you back to the previous screen)**

The Ear-Sound Set Up

Below the man stretched out on a rack is a skeletal scroll-bar. Selecting the minus or plus symbols with the Directional button and the [X] button will reduce/increase the volume of sound effects in the game. Listen to the screams of the man on the rack to select your preferred volume level. Below the Orc-band is another scroll-bar. This works in the same way as the Sound FX bar, but controls the music volume in the game. Listen to the band, and choose your preferred music volume. Press [△] if you want to go back to the previous screen. The available selections are:

- **The Rack. Place the sword icon over the +/- symbol with the Directional Buttons. Press and hold the [X] button to increase/decrease Sound FX volume**
- **The Band. Place the sword icon over the +/- symbol with the Directional Buttons. Press and hold the [X] button to increase/decrease Music volume**
- **The Blue Triangle Icon (Takes you back to the previous screen)**

The Meat Cleaver - Customize Your Controller

Selecting the Meat Cleaver takes you to a screen where you can choose from 3 fixed Controller button configurations. Use the Directional buttons and the [X] button to select. Press [△] if you want to go back to the previous screen. The available selections are:

- **Default Configuration A**
- **Default Configuration B**
- **Default Configuration C**
- **The Blue Triangle Icon (Takes you back to the previous screen)**

After you have chosen the configuration you prefer, you may wish to return to the Main Menu and select the Brain to save your configuration. If not, the configuration you have chosen will only be used for the current game session.

The Brain

From this screen you can choose to load or save the sound and controller configuration you may have previously selected from the 'Meat Cleaver' screen or 'Ear Screen' using the Directional buttons and the [X] button. Press [△] if you want to go back to the previous screen.

In Game Menu - The Start Button

Selecting the [Start] button during the game pauses the game and gives you three options. Use the up or down Directional buttons and the [Start] button to make your selections. The available selections are:

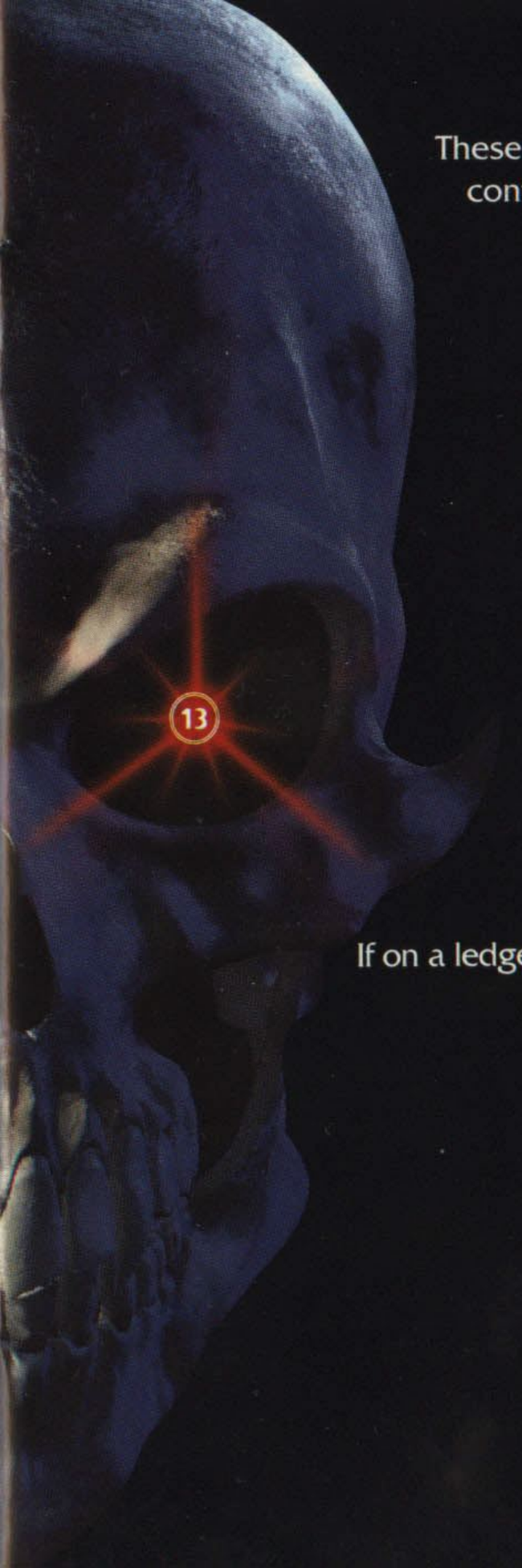
- **Continue game (unpause)**
- **Load game**
- **Quit to main menu (Takes you to the Main Menu)**

In Game Menu - Saving The Game

To save the game, you need a Memory card in Memory card slot 1 of the PlayStation™, with at least one free block or a previously saved Deathtrap Dungeon game. Only one saved game is possible per Memory card. Each time you save, the existing saved game will be overwritten.

You can only save the game when Chaindog or Red Lotus is at an eligible Save Point in the level you are playing. These Save Points are designated in the game by floating Deathtrap Dungeon Skulls. Skulls with a glowing white aura cost nothing to save at, but if you want to save at a Skull with a glowing red aura, you will need to pay 5 Gold Coins. Crowns are worth 3 Gold Coins. Your gold is recorded as an Icon with the spells, weapons and charms menus. When you are near to one of these points, then you can save the game. You can only have one saved game at any time.

- Press the [❐] button to save the game when at a Save point



Controlling Your Hero

These controller commands are defaults only. You can customize your controls via the Main Menu, selecting Setup, and then selecting the Meat Cleaver.

Movement

[Directional button Up]	Walk Forward
[Directional button Left]	Turn Left
[Directional button Right]	Turn Right
[Directional button Down]	Walk Back
[O]	Run
[O] plus Directional button Down	Run Backwards
[L2] plus Directional button Left or Right	Shuffle
[L2] plus Directional button Up or Down	Shuffle Forward or Back

If on a ledge, your character is guaranteed not to fall off the edge whilst shuffling.

Combat

[X] and Directional button Up	Overhead Cut
[X]	Thrust
[X] and Directional button Right or Left	Slash
[R1]	Parry
[L1]	Cast selected spell
[X]	Shoot ranged weapon

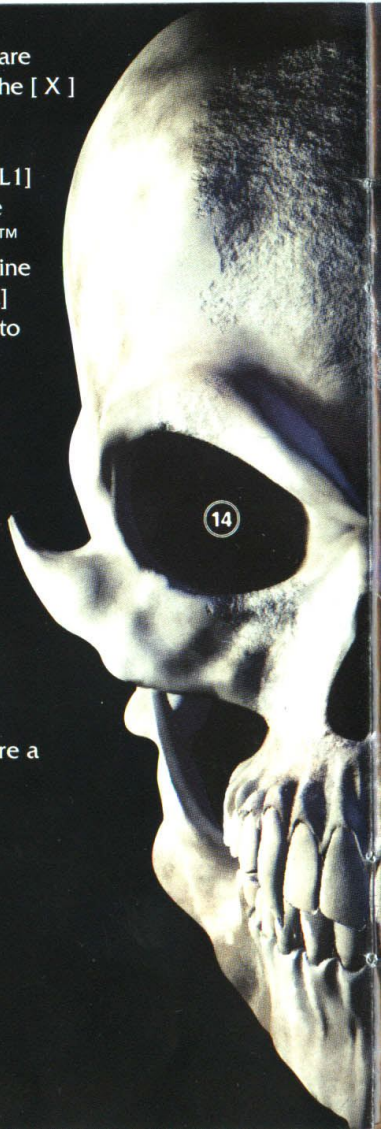
Various combinations of hacking, slashing, thrusting and parrying are possible by pressing [X] and a Directional button. Holding down the [X] button and a Directional button will initiate a special combat sequence. Practice a little first. If you have selected a Ranged Weapon, pressing [X] will fire that weapon instead. Hitting the [L1] button casts your currently selected spell. Spells can be cast while the Hero or Heroine has a weapon selected. Deathtrap Dungeon™ uses an auto-aiming system. You will fire at the nearest target in line of sight. To fine-tune the direction in which you fire, press the [R2] button to enter first person view, and use the Directional buttons to move your line of sight around the screen. Fire when ready!

Miscellaneous

[Start] button	Pauses game and gives access to the Main Menu
[❐]	Activate or use an object, for example, opening a door, operating a lift, or pulling a lever.
[R2]	Selects first-person view.

Move the Directional buttons to look around and press [X] to fire a ranged weapon in that direction.

[Select] button	Pauses the game and brings up the inventory.



[△]	Jump straight up. If walking or running, you will leap forward. The faster you are running the further you will leap.
There is a jump indicator in the top left of the screen indicating your maximum possible jump distance.	
[△] and Directional button Left or Right	Jump to the left or right
[△] and Directional button Down	Jump Backwards

If you hit [△] whilst facing a wall or block, he or she will climb up it, if possible. When the character jumps on the spot, then the climb's too high for him or her.

Activating Things, Searching For Things

Levers, doors, platforms and other devices are generally operated by moving close to the device and pressing the [❐] button. This might, for example, open an unlocked chest, start a platform moving, reveal a hidden door, or even activate a trap, killing your character!

Health

Chaindog and Red Lotus start the game with 100 hit points. If this total is ever reduced to zero, you're dead. So watch it carefully. Hit points are displayed as a number beside the white skull in the top left hand corner of your screen. As you become dangerously low on health, the skull will start to flash red.

Finding Your Way Around

You can mark the floor of the dungeon with a chalk arrow. If you select the chalk from the Ranged Weapons Menu, then this will mark the floor with the chalk arrow. You have a limited supply of chalk, but the stock is renewed at the beginning of every new level. Use it to navigate the labyrinthine depths of the dungeon.

- **To use the Chalk, press [Select], cycle to the Ranged Weapons menu with the Up and Down Directional buttons, then use the Left and Right Directional buttons to highlight the chalk, then use the [X] button to confirm.**

Poison

If you are poisoned, a green skull icon will appear. One antidote charm, when used, will remove one poison Icon - otherwise you will begin to lose health points at a steady rate until you die horribly.

Duration Of Spells, Potions & Swords

Spells are picked up and stored. You can use them at will. A spell's effect is instantaneous. Most potions and charms can be stored and used at will. However, the duration of a potion or charms' effect is limited. Whenever a potion or charm is activated an icon will appear on the left of the screen and/or a special effect will appear around your character, along with a short text message. When the icon or special effect has faded, then the effect of the potion or charm has expired.

The magical swords (Red, Venom, Silver and Black Spirit swords) are special cases. Their power wanes with use, until they are drained completely, and fade out of existence. Picking up another one of these swords will replace the old one with the new, fully charged sword, as you can only ever have one of each.

Weapons, Spells & Charms

Press the [Select] button, and then use the Up and Down Directional buttons to cycle through the four menus:

- **Close Combat Weapons**
- **Ranged Weapons**
- **Spells**
- **Potions and Charms**

These are displayed as a row of boxes along the bottom of the screen. If a box is filled with an icon, this indicates that you have picked up that weapon, spell, potion or charm. Use the Right and Left Directional buttons and the [X] button to make a selection from your chosen menu.

Your currently selected weapon and/or spell will be displayed as an icon in the upper right hand corner of your screen. Beside the icon is a number telling you how much ammo your weapon has, if applicable, and how many spells of that type you are carrying.

Close Combat Weapons

Only one of each weapon can be carried. A row of boxes will appear along the bottom of the screen. If an icon fills a box, this indicates you have picked up that weapon. Selecting a weapon will arm the hero/heroine with the relevant weapon.

Use the Left and Right Directional buttons and the [X] button to make your selection.

1: Sword

The standard armament of any Deathtrap contestant. It will serve while you look for something more suitable. And you will need something more suitable, especially in the deeper levels! *Type: Edged*

2: Warhammer

A highly satisfactory way to crush the skulls of the enemy. Slow, but devastating. *Type: Blunt*

3: Red Sword

Several Red Swords may be found in Deathtrap Dungeon (fortunately for you). The Red Sword is a powerful weapon, and also the bane of dragons and demons. Its power wanes after prolonged use, so think carefully when to use it. *Type: Edged/Red Magic*

4: Black Spiritsword

The Spiritsword is a devastating weapon, capable of inflicting great damage. But beware, for every wound dealt to an opponent, the wielder suffers equally. Make sure you have plenty of healing available - the Ankh of Vitality, for instance, is an ideal complement to the Spiritsword. The Sword's power wanes with use. *Type: Edged/Black Magic*

5: Silver Sword

Blessed by the Elvish priests of the White Lord, the Silver Sword is the bane of the Undead, and will send their shrieking souls back to hell. After prolonged use it loses its power, and the spells that bind it fail. The Sword will then dissolve. *Type: Edged/ White Magic.*

6: Venom Sword

Sick to death (literally!) of getting poisoned by the more unpleasant denizens of the underworld, the Elves forged the Venom Sword, imbuing its vicious spines with the deadliest toxins known to man. Especially effective for out-poisoning the poisoners of the Dungeon, the Giant Spiders and Scorpions. The power of the sword degrades with use - eventually it will disintegrate. *Type: Edged/Poison*

7: Magic Warhammer

Forged by the king of the dwarves' best blacksmith, Arakad Stinkbeard, this is the only weapon that can harm the Rockmen, ancestral enemies of the Dwarves. And it's an excellent helm-splitter in its own right. Use with joy. *Type: Blunt/Grey Magic*

8: Unarmed

Fist and feet, the last resort of the desperate. Still, a good way to conserve your weapon stocks, if your opponent is easy meat. Except, of course, there isn't any easy meat in the Dungeon. *Type: Blunt*

Ranged Weapons

Only one of each ranged weapon can be carried - except for bombs. A row of boxes will appear along the bottom of the screen. If an icon fills a box, this indicates you have picked up that weapon. The amount of ammunition that you have for the weapon is displayed alongside the icon. Selecting one of the ranged weapon icons will arm the hero or heroine with the relevant weapon, (if an icon is present).

An icon of the weapon selected will appear in the top right hand corner of the screen, along with a number showing how much ammo you have for that weapon. When you pick up ammunition (firework rockets, blunderbuss shot, and dragon's bile)

it will be added to the total ammo for that weapon (assuming you have the weapon). If you are carrying the full amount of ammo for a particular weapon you will be unable to pick up any more ammo for that weapon, until it is depleted a little.

Use the Left and Right Directional buttons and the [X] button to make your selection.

[X] **fires the weapon.**

1: Blunderbuss

A dwarven invention, the Blunderbuss uses the alchemists' black powder to throw clouds of nails and lead shot at the enemy. Very effective, but ammunition is difficult to come by. *Type: Ballistic*

2: Bomb

Powerful thrown weapons, with a short fuse. Make sure you don't get caught in the blast from your own bomb - many a rash adventurer has blown himself to kingdom come! Pressing the [X] button will throw the bomb. The longer you hold down the [X] button before releasing, the further the bomb will be thrown. *Type: Explosive*

3: Grenadier's Companion

A device invented by the Ratmen, who aren't always as stupid as they look. The 'Companion' launches deadly sulfurous grenades at the enemy. *Type: Explosive*

4: Infernal Device

The Infernal Device relies on the magical black powder of the Alchemists of Chaos to hurl firework missiles of great power at the enemy. Rare, so use wisely. Firework ammunition is rarer still. *Type: Explosive*

5: Firethrower

A modern dwarven device, the Firethrower can bathe an opponent in rolling clouds of flame. Needless to say, this will inconvenience your enemies not inconsiderably. Use with care as the ammunition, dragon's bile, is not easy to get hold of (as you can imagine). *Type: Fire*

6: Flamelance

The Flamelance fires ethereal pulses of magical energy, causing the target to disintegrate, pulse by pulse. The Flamelance itself will disintegrate once its charges are used up. *Type: Energy*

7: Chalk

Selecting chalk will mark the ground you are standing on with a white arrow. The arrow will point in the direction you are facing when you selected the chalk. Use it to negotiate the dark and deadly mazes of the dungeon.

Spells

Your currently selected spell is displayed as an icon on the upper right hand corner of your screen. The number of spells of that type you have is displayed as a number beside the icon. There are limits to the number of spells of a specific type that you can carry. When you reach that limit, you will not be able to pick up any more of those spells until you have used the ones you are carrying.

Use the Left and Right Directional buttons and the [X] button to make your selection.

Pressing [L1] will fire the currently selected spell. You can cast a spell even if you have a weapon in your hand.

1: Firefly

A charming charm that sends a river of light flowing around your body, like little sparkling fireflies. Useful in those dark and dreadful places (i.e. everywhere).

2: Starspell

Another useful spell for wanderers in the deep dark places of the world. The Starspell fires a ball of bright light that banishes the shadows of the underworld's eternal night as it passes. It also damages the Undead. *Type: Energy/White Magic*

3: Fireball

Standard sorcerous weaponry, this spell hurls a ball of fire at the enemy.
Type: Explosive/Red Magic

4: Razorspell

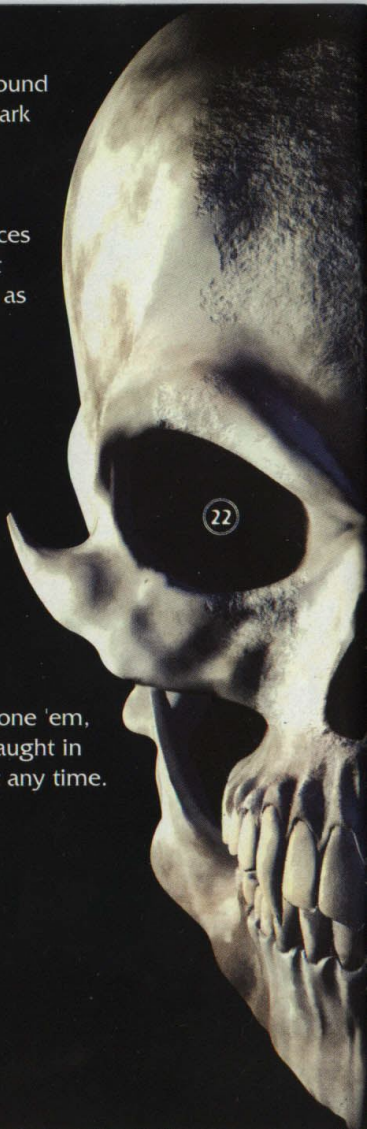
Hurls a cloud of razor sharp blades through the air. Anyone caught in its path feels a tad cut up about it, to put it mildly. *Type: Edged/Grey Magic*

5: Jetspell

Fires an avalanche of exploding rocks at the enemy. Stone 'em, single-handedly, but try and make sure you don't get caught in the blast. Only one of this powerful spell can be held at any time.
Type: Blunt/Grey Magic

6: Great Razorspell

Ouch!! Only one of this powerful spell can be held at any time.
Type: Edged/Grey Magic



7: Arc of Power

Calls on the power of the Storm god to strike up to 3 of your enemies with bolts of incandescent lightning. Shockingly effective. *Type: Energy/Blue*

8: War Pigs of Doom

A bizarre spell, said to be the product of a deranged mage, the War Pigs spell summons strange suicidal pigs from another dimension. Their sole aim in life is to explode. Preferably next to someone. Including you, if you're not careful. *Type: Explosive/Red Magic*

Potions & Charms

Selecting a potion or charm will activate the potion or charm, (if an icon is present). Some potions and charms start working as soon as you pick them up. There are limits to the number of potions and charms of a specific type that you can carry. When you reach that limit, you will not be able to pick up any more of those potions and charms until you have used the ones you are carrying.

Use the Left and Right Directional buttons and the [X] button to make your selection.

1: Health Potion

A pleasing balm, brewed by the kindly priestesses of the goddess of peace, health potions are a must for any enterprising adventurer. Collect as many as you can, and use as few as you can.

2: Antidote

One dose of antidote cancels the effect of one poisoning. This usually happens when you're bitten by an enormous, swollen spider or stung by a gigantic scorpion, so collect as many of these as you can.

3: Strength

When used, the strength potion increases the damage you inflict, A lot. Opponents will fall beneath your sword like wheat. Use wisely, and enjoy while it lasts!

4: Speed

These potions greatly increase your speed. You will be able to run faster, and generally run rings round your enemy whilst the effects last.

5: Charm of Icy Cool

A must for every adventurer who seriously considers taking on dragons. The Charm of Icy Cool helps the bearer resist the burning effects of fire for a brief time. Use wisely - and remember, it isn't just dragons who will use fire against you.

6: Warding

The Charm of Warding was created by the wizard Nicodemus, for use in his forays into the orcish warrens. It absorbs some of the damage inflicted upon you by over-zealous denizens of the dungeon by intercepting the attack with a magical shield. The effects of the Charm last until all the shields are destroyed. Use when you think you're in for a tough battle.

7: Anti-magic Charm

This charm absorbs the baneful effects of hostile magic. When the charm is used up, it disappears, so keep an eye on the number of charms you have left.

8: Invisibility

The Invisibility charm renders you invisible for a brief period of time. Incredibly useful when faced with overwhelming odds or creatures you have no hope of defeating. Actually, that's likely to be quite often. And Invisibility charms are really not very common.

Instant Effect Charm

The following charm starts working as soon as you pick it up.

Ankh of Vitality

The Ankhs were made by a great Healer, and provide a surge of health for the bearer. The Ankh adds a hundred hit points, even if it takes you above your starting total.

Keys

Various keys are hidden throughout the dungeon levels. Which ones you have are displayed as an Icon with the spells, weapons and charms menus. Keys are colour-coded and only work on the level they are found in. There are three coloured keys, Red, Silver and Gold.

Treasure

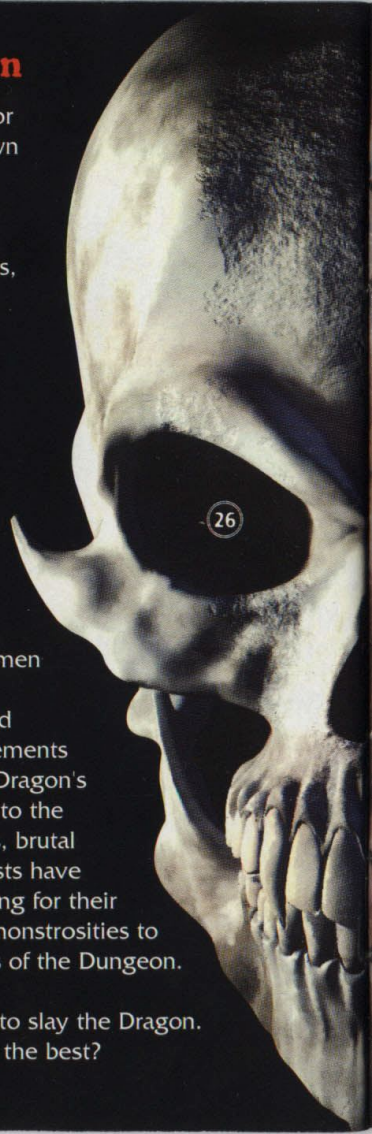
In Deathtrap Dungeon™, treasure takes the form of Gold Coins and Crowns. The number of Gold Coins and Crowns you pick up in a level affects your score at the end of that level. Gold Coins and Crowns can also be used to buy saves at save points. (See 'Saving the game'). Your total gold is displayed as an Icon with the spells, weapons and charms menus.

The Denizens Of Deathtrap Dungeon

Many evil creatures have flocked to Baron Sukumvit and Melkor the Dragon, eager to share in the booty and tribute from the town of Fang. A high ranking demonlord from the Palace of Agony in the Pits of Hell has joined with the dragon. He has brought with him troops from the Legion of the Damned. These include an army of the Undead - rotting Zombies, vicious Skeleton Warriors, soul-chilling Ghosts - and Shock troops and Slayers from the Abyss - cackling Imps, ferocious Pit Fiends, black-hearted Warrior Priestesses, four armed Demonesses, and like-minded devils of the dark.

Other creatures of Chaos have also answered Melkor's call to arms. The dreaded Insect Warriors have established a Hive deep in the dungeon where their winged stingers and chitin-bladed soldiers have carved out a domain all their own. The Orcs of the Taloned Eye tribe have sent a battalion of savage troopers, led by one of their Shamans, Ugluk Stormfart, and a trio of petrifying Medusae to defend the Dungeon. True to form, they have set up camp in the Sewers. Skabulus, King of the Ratmen has also arrived in force with a full brigade of musketeers and swordsmen, led by his Lieutenants, hideous hybrids of Ogres and Ratmen. They have fortified their area of the dungeon with battlements and pill-boxes, a near-impregnable ring of defences around the Dragon's Lair. Dragon Knights, fallen warriors who have sold their swords to the dragon, have also come to serve, along with the Rock-monsters, brutal beasts of stone, motivated by malice and greed. Chaos Alchemists have come to ply their evil trade, seizing the innocent townsfolk of Fang for their insane experiments, creating rabid minotaurs, and mechanical monstrosities to grind, crush and burn those foolhardy enough to assay the perils of the Dungeon.

These are just some of the dangers you will face on your quest to slay the Dragon. Only the best of heroes can triumph against such odds. Are you the best?



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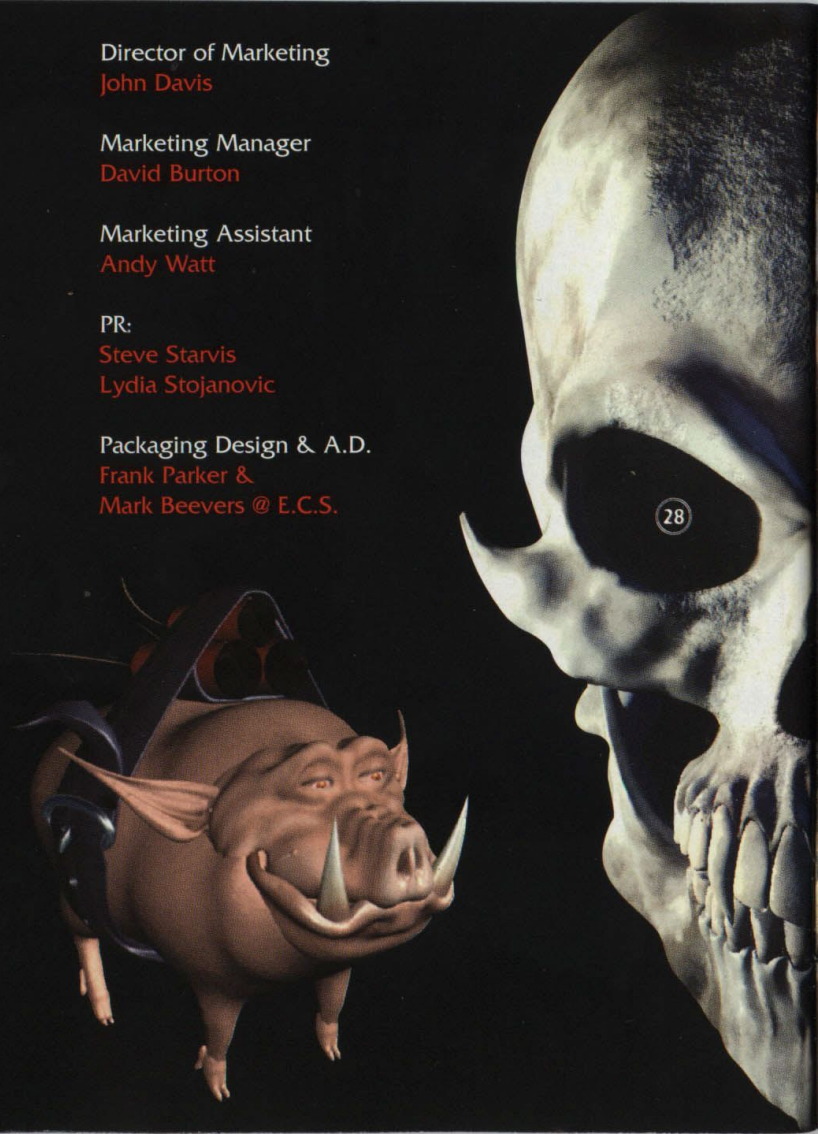

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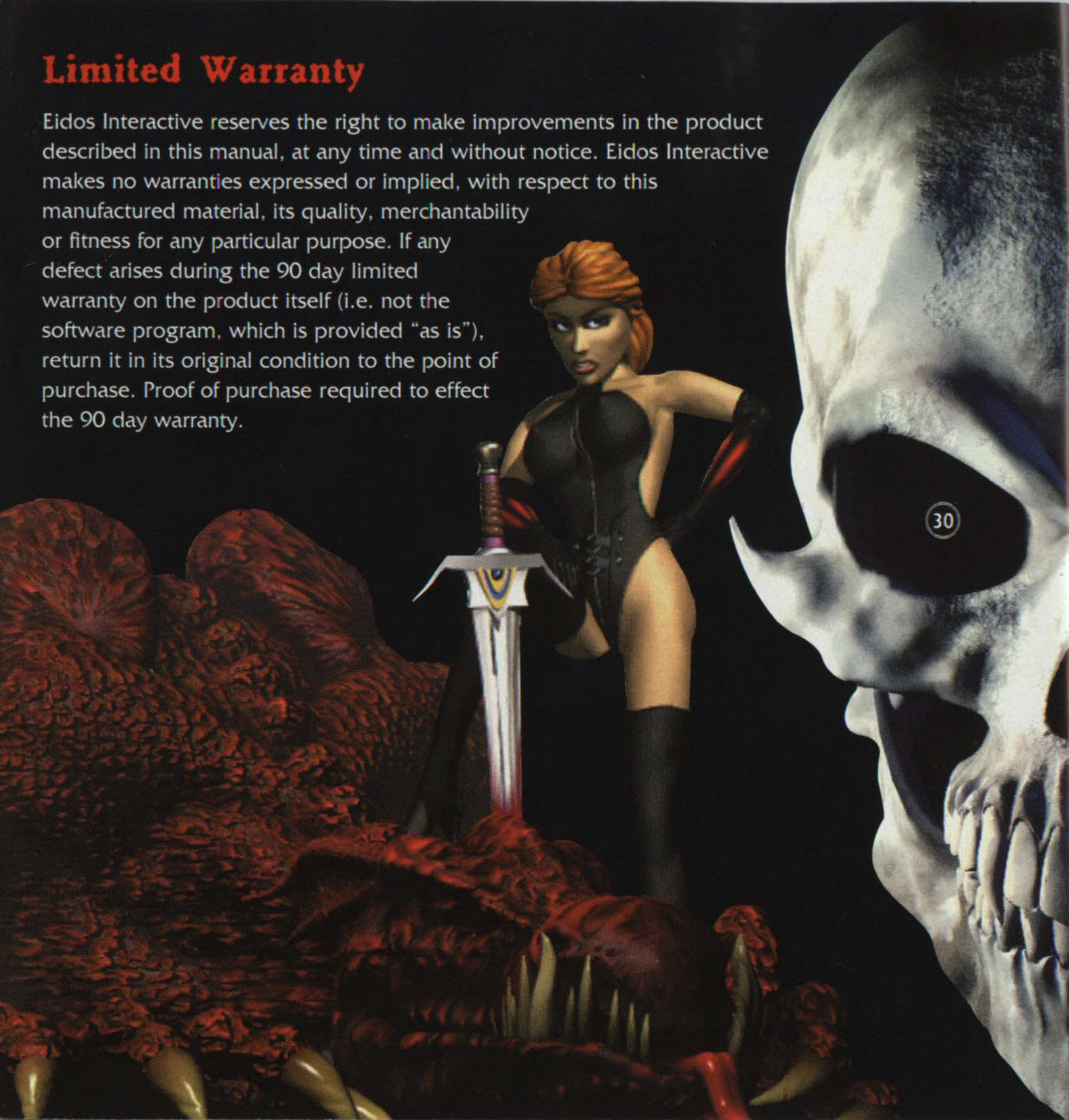

ASYLUM STUDIOS

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